

The world's largest Magic School, it is sponsored by the Magic Guilds of the Magic Triumvirate and boasts one of the largest campus areas with over 10,000 enrolled students. The school is located in the city of magic Sharia. People from all tribes, species, and social standings can be admitted.

3. *Rikarisu, Demon Continent*

The town was built right in the center of a giant crater. The crater acts a natural wall and creates a strong defense. No matter how many times enemies’ attack it will never fall and this naturally occurring barrier was still preventing monsters from invading. In the center of the town is the partially destroyed Kishirisu Castle.

4. *Wind Port, Demon Continent*

This is as close to a bustling trade hub as you can get on the magic continent. The wind port connects the magic continent with the milis continent by a sea route to zonto port, because of the strict and pretty racist immigration standards; there is an abundance of smugglers and criminals.

5. *Great Forest, Milis Continent*

You find yourself in one of the beast race villages in the great forest. These villages are populated by isolationist beast races and frequented by slavers; the villages are built into the tree line to escape the yearly flooding.

6. *Milishion, Milis Continent*

The capital city of the world’s second largest superpower, the holy milis kingdom, this city is well protected by divine knights and seven large magical towers that hold back floods and plagues with barrier magic, this is also the home of the church and has a strict theocratic government.

7. *Maze City of Rapan, Begaritto Continent*

The most prominent city of Bergaritt Continent that was built inside of an enormous rib cage of a Behemoth monster, which could easily contain an average-sized city, the buildings are mostly made of earth and monster materials.

8. *Free Choice!*

Race

Human Race

One of the Major Races in the Six-Faced World. While probably the weakest individually they are currently the most populous and commonly seen race in the world. Humans don’t have much advantage compared to most races and they don’t also have the long lifespan of long-lived races, possessing an average lifespan of 70 years.

Dwarf Race

One of the Minor Races in the Six-Faced World. A small race that bridges the border between human and magic race. They tend to live in mountains or under rocks. They have a tradition of not naming children until they are at the age of seven. They have racial traits of having a strong natural strength and having a short build like a human child. Unlike most magical races the Dwarf have an average lifespan of 100 years.

Elf Race

One of the Minor Races in the Six-Faced World. A race of humanoids with long elf ears and they are long-lived and arrogant to other races. They were said to be the first users of magic, and the current form of magic in the world was developed from elf magic. They have racial traits of having a strong affinity to archery and magic, especially water, earth and wind magic. They possess a long lifespan of 1,000 years.

Beast Race

One of the Major Races in the Six-Faced World. They mostly live in the Great Forest guarding the Holy Beast and they are a race of humanoids that have part human, part animal and usually have features of each. They have racial traits of having a strong natural sense of smell, hearing, sight, strength and agility. You may choose a normal animal you might find in a forest to gain the ears, tails, and minor attributes of.

Migurd Race

One of the Magical Races in the Six-Faced World. They have a special ability that allows them to communicate telepathically to each other at a close distance without seeing each other. They have racial traits of having blue hair, a small childish body and long lifespan of 200 years. Their physical growth stops when they reach somewhere between 10 to 15 human years and finally can grow older again after they reach 150 years.

Supard Race

One of the Magical Races in the Six-Faced World. They are a tribal race of infamous warriors and have a third eye that Acts as radar to locate enemies which are not in sight and have tails which slowly harden as they age until they fall off. They have racial traits of having emerald green hair and a unique oval-shaped red gemstone embedded in their foreheads and long lifespan of 1,000 years. Their physical growth stops at their prime and maintains it until they die.

Heaven Race

One of the Minor Races in the Six-Faced World. They are winged angels like humanoids; they live in the heaven continent and from their back grow a pair of jet black wings. They have racial traits of having innate ability to fly and control the weather. They also are long-lived with a long lifespan of 1,000 years.

Dragon Race

One of the Major Race in the Six-Faced World. They are a race of humanoids with scales and are the pioneers of battle aura. They have racial traits of having silver hair and golden eyes, a strong body and can fly by infusing their wings with battle aura. They also are long-lived with a long lifespan of 1,000 years.

Demon Race

One of the Magical Races in the Six-Faced World. They are a race of humanoids that have a variety of forms but mostly close to a human appearance to humanoid with black skin and having between two to six arms. They have racial traits of having an immortal body that can regenerate with only half of their body remaining and can take tremendous amounts of damage before dying. They also are long-lived with an indefinite lifespan.

Perks

All 100cp perks for their respective origin are free and the rest are at 50% discount except the general perks where it’s undiscounted.

General

Battle Aura/Magic System – Free

A warrior has an ability to coat their whole body or a specific part of their body in Mana or magical energy, forming a dense mantle of energy known as Battle Aura. This can be done when someone reaches a sufficient level of development in their body and skills while some unconsciously use it. In your case, you instinctively know how to use it and it passively coats your entire body and clothes from the get-go. This allows you to explosively boost strength, speed, durability, reaction times, spatial awareness and magic resistance along with the ability to strengthen your weapon and perform unbelievable techniques and even resisting harsh conditions like extreme heat and cold is also possible. By default you have the talent to reach Saint-Rank within three years on your own at bare minimum, but with a proper teacher and learning environment you may reach God-Rank in a decade along with having the instinctive ability to use and wield the Beginner-Rank techniques of the Three Sword-Styles.

A magician has the ability to manipulate mana or magical energy through incantations and magic circles. This allows magicians to cast magic from the three main types of magic which are the attack magic, healing magic

and summoning magic. This ability ranges from basic elemental manipulations like fire, water, wind and earth to healing injuries, purging poisons and disease, strike against incorporeal monsters and demons, increasing one's defenses and creating barriers and calling forth powerful beings to carry out your bidding. The more you understand the world and by extension the universe like physics, time, space, etc, the more potent your magic will be and with that understanding you can create different types of magic that allow you to manipulate different aspects of reality, granted you need to research and develop the said types of magic first. By default you have the talent to reach Saint-Rank within three years on your own at bare minimum, but those with a proper teacher and learning environment may reach God-Rank in a decade along with having the instinctive ability to use and cast all of the Beginner-Rank spells the Three Main Categories of Magic.

You also gained the ability to grant the ability to use the Battle Aura/Magic System of this world to someone that doesn't have it. The people that you grant the Battle Aura/Magic System would gain a talent that allows them to reach Saint-Rank within three years on their own at bare minimum, but those with a proper teacher and learning environment may reach God-Rank in a decade granted they only focus on either becoming a Warrior or Magician and not both, if not it would take much longer reach God-Rank. By default those who you grant this ability gain an effect similar to Laplace Factor, which allows them to improve their Mana Reserves so long they train and continue to deplete their Mana Reserves and they also have the ability to pass Battle Aura/Magic System to their children and their descendants. You can also grant the same ability/talent to people who lack it in this jump.

Laplace Factor – Free

While magical reserves are determined at birth, there are some exceptions like those with a Laplace Factor which allows them to grow and expand their magical reserves to a substantial amount during their childhood. As a jumper you also have this Laplace Factor dialed up to eleven and it won’t disappear once you’re grown. It lets you expand your magical reserves infinitely by simply depleting your magical reserves and allowing it to recover. It also grows with time doubling in amount every year even without doing anything. Furthermore, you also lack the disability of being unable to wear Battle Aura like most beings that have the original Laplace Factor possess. Should you have multiple types of energy pools, this would allow you to combine it into one energy pool that has all their advantages and devoid of their drawbacks though you can split them whenever you wish. By default you have an initial Mana Reserves that would allow you to cast a dozen Beginner-Rank Spells before being exhausted and as a bonus your children and their descendants also gain this version of Laplace Factor. Also if you possess any abilities that provide infinite Mana or extreme Mana regeneration or any similar abilities that stop you from properly using this perk, then you can toggle those abilities/perks on and off.

Hidden Existence - Free

There are times that you don’t want others to find you or even find that you exist. This grants you protection similar to the Dragon God's Armlet but more as this prevents someone from using their ability to see your past, present and future, reading your mind, intruding on your dream or summoning your soul to their realm. While the range of this protection only reaches up to the immediate surroundings, you can grant this protection to someone else, like a trusted companion, family or even your spouse. By default this is inherited by your child and their descendants.

Language Comprehension – Free

The Six-Faced World has many languages and going from one continent to another without learning the language there would make you unable to communicate with other people. This grants you an ability to understand, speak and read any language that you heard people speak and seen its words in hours. When speaking to someone with a different language that you didn’t learn, you can instinctively guess the general meaning of their words and slowly piece them together to form words allowing you to speak the said language down to their accent with enough time. Seeing written words of an unknown language constant exposure or trying would allow you to slowly piece it together allowing you to read the written words with enough time. This also allows you to invent your language or decryption to prevent others from knowing your secrets that you wrote in books that you don’t want others to find out about.

Peak Performance – 100cp

The results of training your mind, body, skills and magic reached perfection which allowed your skills to be ingrained into the very core of your being. This elevates your physical abilities to be roughly equal to an Advance-Rank Warrior or Peak Human without Battle Aura and you can maintain this peak form without further training and can only improve from there. Your mind has also improved, granting you an eidetic memory with perfect recall and indexing and you can also process a lot more information faster and seal away any undesirable memories. This also stops any of your physical, mental and magical energy and skills along with any other aspect of yourself from degrading or atrophying due to lack of use or time.

Bafflingly Likeable – 100cp

Oddly enough you are quite likeable to everyone even with your constant perverted laughter, groping, and innuendo can’t seem to turn people off. While your charm affects everyone, it is particularly strong with the elite and powerful, either politically or otherwise, as they focus on your strong and positive traits more than the negative ones. Simply being around people for a long time would cause them to lower their guards and invite you into their factions and family. Everyone you meet will at least treat you as a guest and would not be hostile unless they were already hostile and intended to harm you.

Natural Attractiveness - 100cp

Like many people in this world who are beautiful or handsome, it would be embarrassing if you are left being ugly. This perk improves your appearance to the point that you would rank in the top percentile of the world in terms of attractiveness. Even when covered with dirt and wearing the worst fashion you still look good compared to most people. You even make scars look appealing.

Impossible Dedication – 200cp

Your work ethic is legendary and your will is steel. In the middle of combat you are calm and collected and are unlikely to lose composure no matter what situation you face. When you’re training or studying to improve yourself, you’ll never grow bored no matter how tedious and repetitive the process is. This also allows you to ignore pain and wounds, face despair head-on and become immune to temptation. You can push the limits of your mind and body with willpower alone and pushing yourself in this way is rewarding and pushing your body even further to the edge of death will result in great gains.

Lessons Learned – 200cp

Normally, when a person makes mistakes they would need time to fully understand its consequences and they can only try to never make the same mistake again. But with this you are different, whenever you make any mistakes in battlefield, politics or your everyday life you learn from them and always end up better than before. A mistake in the battlefield that left you wounded, a mistake in politics that left you vulnerable to be exploited by others, a mistake that broke your family and more would not happen again. This even tells you how to fix mistakes you’ve made and make sure they never happen again. You can set an ideal or role-model that you want to follow in order to become a better person and you will know what you need to do to become a better person and even recognize any action that would make you diverge from this path. This only tells you what you need to do; whether you actually do it is up to you. You can change your ideal and role-model if you find a better path.

Precognitive Instinct – 200cp

An instinct that is strengthened to the point that it rivals true precognition. This allows you to sense, predict and evade any incoming attacks or danger to yourself even if you're unaware of it, along with the ability to instinctively know the exact location of the attacker or danger is coming from. This instinct also lets you measure the threat level of a person and quantify the power level into something that you can understand like numbers or ranks, along with mitigating the penalties of visual and auditory.

Grand Mentor – 400cp

You are an excellent teacher who can teach even the most unwilling and hard headed people and any student that you teach will always have your lessons be perfectly engraved in their mind, body and soul. They also comprehend, understand and retain any kind subjects, skills, knowledge, discipline and etc... that you teach them no matter how complex and mind-blowing it is in the current era. The students that you teach learn and show results that would normally take even genius people decades to achieve in just months under your tutelage, though their proficiency and mastery can only reach your level proficiency and mastery on whatever you teach

them. Your students will always acknowledge you as their master and even your most ungrateful pupil would shed tears on your death.

Miko – 400cp

They are beings that gain unexpected powers by accidents or being born with it. Choose one of these Miko Powers and for an additional 200cp undiscounted you can purchase the other Miko Powers.

Telepathy - This allows you to read someone's mind when you are looking at the person or being and telepathically communicate with people and animals within a large range. You can also see someone’s memories when you're directly looking at their eyes. At first it's only surface memories but this also extends to being able to see related memories to that subject, and the longer you stare into someone's eyes, the more of that person's memories you see until you will see and experience that their entire life.

Playback - This allows you to rewind time on objects or people with the maximum limit to rewinding being 24 hours and it can only be done once per object or person before having to wait for 24 hours before it can be used again on the same object or person. Once per jump or every ten years should you die you can choose between respawning 24 hours before you died or start at your birth or the current jump allowing you to undo your changes in the settings.

Unique Magic - 400cp

There are many magics in this world that are subtle and rare and are only learned by a few beings that are capable of using it. Choose one of these Unique Magics and for an additional 200cp undiscounted you can purchase the other Unique Magics. By default you have the ability to teach the Unique Magic that you purchased to others that don’t have the talent or ability to use it.

Spatial Magic - This allows you to teleport and creates portals to any location that you have visited, seen or visualized sufficiently. The expenditure scales with the distance and protection of the location you're trying to teleport or creating a portal to. Within the planet or connected dimension would need mana equivalent to Beginner-Rank to Advance-Rank Spell and a dimension heavily protected like the one Hitogami lives would need mana equivalent to God-Rank Spells. With enough effort and attempt you can reach Hitogami’s Void World or locate Earth with this.

Gravity Magic - This allows you to fly and replicate telekinesis to a certain extent, increase or decrease the gravity of the surrounding area hindering your opponents or just improving your physical feats. The expenditure scales to the distance or the potency of the effect like increasing the gravity by two or increasing your strength and speed by twofold and maintaining it by an hour would need mana equivalent to Beginner-Rank Spell but ten times the potency and maintaining for an hour would need need mana equivalent to Intermediate-Rank Spells.

Howling Magic - This allows you to locate and paralyze or stun your opponents by using your voice as a medium. The expenditure scales with the distance something like a hundred meter radius would need mana equivalent to a Beginner-Rank Spells and the further you want to reach the greater the mana needed. This can also be used to replicate the effects of the Three Main Categories of Magic albeit on a much lesser potency but Magic-Spells that are single target can be used as AoE or be used to surprise attack your opponents.

Magic Disruption - This allows you to prevent Magic-Spells from forming and activating or mitigate their potency. You also gain an ability to anticipate and defend against magical attacks directed at you and hinder you opponents from forming or activating their Magic-Spells, all of it can be done with perfect timing. While the cost of using this to resist a Magical-Attack is normally proportional to the Magic-Spell, since you’re paying premium, you only need a hundredth of the amount of mana used to cast the Magical-Spells.

Immortality – 600cp

Like those members of the demon race, you somehow managed to gain their form of immortality to yourself. This gives you agelessness allowing you to live for eternity without showing any signs of growing old past your prime. If you’re way past it then you would be returned to your prime. This also grants extremely powerful regeneration, so long as a portion of your body remains it would allow you to almost instantly regenerate in complete health and the lost parts, small cuts or fatal wounds would be healed instantly fast enough that you won’t even notice that you've been wounded. By default your children and their descendants also gain this version of Immortality and you also gain an ability to give other people this Immortality. Post-Jump should you die, whether by having your body completely vaporized or your soul being destroyed or any other way, you would be revived instantly to the nearest safest location or in your warehouse, though your age would reset to the minimum of seven years old, this only happens once per jump and every ten years post-chain.

Harem Protagonist – 600cp

Fate has really strange plans for you and it expects a lot of relationship shenanigans and peculiar happenings, all of it aimed at making you a Harem Protagonist. You are more likely to find and meet someone who meets your preferences. Your lovers would become open minded to share you with others as long you give them a heads-up that you plan on forming a harem or finding a new harem member. You also possess a superhuman talent at managing your harems to the point that you can always have time with each of them, making them unlikely to feel neglected. You and your romantic partners will never grow tired of each others’ presence and the love and passion you feel for each other will only grow with time and never wane. Your love will aid you in overcoming any trials and even disappearing in a gauntlet for thousands of years will not stop them from loving and supporting you.

Destinies Favor - 600cp

It appears that the universe has great plans for you, by giving you a destiny that will always seek to exalt you and will present you with constant opportunity for power and fame. Furthermore, you are now but immune to any deaths that are not glorious, meaning that no assassin will kill you ignominiously with a spiked cup of tea, and no accident will be the death of you. Those who are close friends and have prolonged contact with you would gain a fraction of your destiny, while your lovers and descendants would gain a strong destiny equal to you. This also allows you to defy destined events and predetermined actions, like saving those that are meant to die an untimely destined death or avoiding an unavoidable attack. While destiny favors you, these are not absolute as you need to do the legwork and save others yourself. Due to destiny’s favor, you are gifted with incredible luck, this greatly increases the chance of fortunate events occurring for you. Whether it is a game of chance or avoiding attacks on you, you are far more likely to succeed than anyone else.

Drop-In

Saint-Rank Fighter - 100cp

While you might not practice one of the three famed sword styles, you are undoubtedly a capable opponent in combat, having learned and reached incredible amounts of proficiency and mastery in Saint Dragon Battle Aura Fighting-Style of the Six-Faced World that you could be considered a Saint-Rank in this Combat-Style. While this also gives you all the knowledge of the techniques of the Saint Dragon Battle Aura Fighting-Style, you only master these techniques at Saint-Rank. This elevates your Mana Reserves to the point that you can cast half a dozen Saint-Rank Spells before being exhausted along with elevating your mastery and control of your Battle Aura that it can amplify your physical capabilities to its limits allowing you to become stronger than Advance-Rank Warrior but weaker than Saint-Rank Warrior in pure stats alone. You also gained an incredible innate talent at learning and mastering any Martial Arts-Styles and Powers though this is more prominent in Unarmed Combat-Styles and Magic-Spells which would allow you to reach Saint-Rank starting scratch within three years amount time though it would be faster if you have a master to learn from or if you already have a foundation for it.

Master Artisan - 100cp

From a humble hobby you manage to turn something mundane into something exceptional. This grants you the proficiency and mastery of all Arts and Craft allowing you to create and do things at master-level so long it's related to Arts and Craft. Anything that you make is always beautiful and artistic without compromising its quality and the quality of your failed or inferior products are still at the level where kings and nobles would use much of their fortune to compete and buy it. Your greatest products may even incite wars. When you are

working on a project the minor projects tend to be ten times faster when you're working on it and the major ones tend to be half as fast as your small projects, no matter how complex the project is, granted you have all of the materials needed to create the said projects.

Unified Specialty - 200cp

When someone tries to train and master Martial Arts and Magic they have to train them individually which consumes a lot of time, but this would solve that problem. This unifies and links all of your physical and magical attributes so that when one grows, the other grows to match it. This is not a recursive loop; it simply balances things out such that whichever is lower is raised up to the level of the higher. In this case your Battle Aura and Mana Reserves are always in balance thus a God-Rank Magician would have a Battle Aura and Physical Feats of a God-Rank Warrior and vice versa. In future jumps, your physical attributes will scale to match your magic and vice-versa.

Invasive Culture – 200cp

Introducing something new to a primitive society doesn’t always go well as there would be others who deny and resist the change. With this you can smoothly introduce anachronistic, foreign ideas and technology to advanced or primitive societies. While you may not be able to upend trends and persistent memes, your words will always carry weight, and you’ll be considered a brilliant revolutionary and inventor instead of a dangerous lunatic when introducing advanced idea’s and technologies. When the ideas and technologies that you introduced to a society even as a small village populated by hundred people become common, these ideas and technologies would slowly spread to the entire society which that small village belongs to. The granted ideas and technologies can be replicated by the current standards of the society or the methods which are publicly known.

Escape Master - 400cp

Traps and prisons are common things that can kill the powerful, especially if they are not careful. Thus, spotting traps both magical and not is a breeze for you and additionally you know how to best get around or evade them, whether by disarming or dodging at the last minute. You’re also a master at escaping making it clear that no prison, bindings, seal or dimension can prevent you from escaping. This also gives you great attainments at making traps and would be especially effective if it's designed to target a specific person or race, and the traps that you make can be both physical and magical.

Scholarly Erudite - 400cp

Wanting to help advance a primitive society would be great and fancy, but pointless if you don’t have the necessary knowledge and ability to do it. With this you gain knowledge equivalent to a PhD in Hard Science and all of its branches and an increase in your ability to absorb knowledge like a sponge, where mere months of learning any subjects Hard Science would allow you to reach PhD-level. When you're doing research and development on a subject so long it's halfway related to Hard Science this increases the speed of the advancement and constantly gives you inspiration to finish it. By default you have the knowledge and blueprints of 21st Century Earth allowing you to build them should you have the skills and ability needed to build Earth Technology and even you could still draw inspiration from the knowledge and blueprints to make Magic Tools in this world.

God-Rank Fighter - 600cp

When your peers mocked you for not learning the three famed Sword-Styles, you manage to persevere and reach the pinnacle of the Saint Dragon Battle Aura Fighting-Style. Your proficiency and mastery of the techniques of the Saint Dragon Battle Aura Fighting-Style that combines Magic-Arts/Spells and Wushu/Unarmed Martial Arts reached completion and you can claim to be a God-Rank Fighter of the Saint Dragon Battle Aura Fighting-Style. This elevates your Mana Reserves to the point that you can cast half a dozen God-Rank Spells before being exhausted along with elevating your mastery and control of your Battle Aura such that it can amplify your physical capabilities to the limit allowing you to become stronger than Emperor-Rank Warrior but weaker than God-Rank Warrior in pure stats alone. Completely mastering the Saint Dragon Battle Aura Fighting-Style has given you the ability to meld Magic-Arts/Spells and Wushu/Unarmed Martial Arts into one Combat-Style gaining all of the advantages and discarding their disadvantages. This also elevates your innate talent at learning and mastering any Martial Arts-Styles and Powers though this is more prominent in Unarmed Martial Arts-Styles and Magic-Spells which would allow you to reach God-Rank, starting from scratch, within three years amount time though it would be faster if you have a master to learn from or if you already have a foundation for it. This also allows you to invent, innovate and re-create any Unarmed Martial Arts-Styles and Magic-Spells that you see and face with a few times of experiencing it or observing it and it also bleeds to any Martial Arts-Styles and Powers to a lesser degree.

Magical Engineering – 600cp

As a genius magical engineer, you are proficient and skilled enough to create and make magic-tools. Apart from your specialty of replicating the effects of the Three Main Categories of Magic, you can create Magic Armor that would rival the Fighting Gods Golden Armor, Automaton with human-like intellect, Magical Prosthetic for those who lose their limbs, creating artificial labyrinths and even create Magic Tools to suppress and mitigate the Curse by other people. This also includes crafting complex constructs; this can include but is not limited to, teleportation circles, monster creation, magical traps and flying castles. Should you encounter a problem, with enough time and research you can invent and innovate magical items that would solve it and even a half-hearted attempt would make the item that you made likely able to suppress or mitigate the problem. This also grants you the ability to convert scientific-technology to their magical-technology counterparts and with enough time and research you can continually improve the magical-technology or magic-tools that you have. You also have the ability to reverse-engineer any scientific-technology and magical-technology that got your hands on with enough time and even seeing a scientific-technology and magical-technology in actions would give you an idea how it works. Unless your tools are directly sabotaged or damaged by an outside force or suffers a major natural disaster dropped right on top of them, they’ll last basically operate forever as their self-repair functions and systems flawlessly recover them.

Warrior

Saint-Ranked Warrior – 100cp

The training that you underwent since you were a child has borne fruits, and you manage to learned and reached incredible amount of proficiency and mastery in North-God, Sword-God, and Water-God Sword-Styles of the Six-Faced World such that you could be considered a Saint-Rank in this Three Sword-Styles. While this also gives you all the knowledge of the secret techniques of the Three Sword-Styles, you only master them at Saint-Rank of the said secret techniques. This elevates your Battle Aura that it can amplify your physical capabilities to extremity allowing you to rival any Saint-Rank Warrior in pure stats alone. You also gained an incredible innate talent at learning and mastering any Martial Arts-Styles though this is more prominent in Armed Martial Arts-Styles which would allow you to reach Saint-Rank starting scratch within a year’s time though it would be faster if you have a master to learn from or if you already have a foundation for it.

Wilderness Survivalist - 100cp

Being transported to the wilderness without proper equipment would only spell death for others but not you. With this you gained the skills and proficiency needed to survive in the wilderness without proper equipment from recognizing which plants or water is safe to eat or drink, to preparing or locating a safe rest place to sleep for the night up, to hunting animals for their meat. This also gives you the ability to navigate from one place to another making it so that you will never be lost and unable to find your destination regardless of where you are and know the normal signs and landscapes to locate a city. Thus, even if by some miracle you are lost, you can survive and eventually find your way home.

Boundless Stamina – 200cp

Unlike the magicians who tend to be stationary during combat, the warriors need and use more stamina in combat as they are more likely to run around the battlefield. With this, you have gained boundless stamina that will allow you to fight and train for a month without resting or sleeping and a year if you decide to push yourself. You would only need to rest or sleep an hour per month to fully recover your stamina and mental fatigue and return to peak condition and a full day should push yourself like fighting or training for an entire year. This also removes muscle pains and cramps from not exercising for too long or stretching first before doing a strenuous activity.

Adventuring Sense - 200cp

Sometimes adventurers do a lot of quests or travel aimlessly for a long time before finding an adventure that would give them purpose and excitement. But with this you now have an ability to instinctively sense where the adventure and excitement is and by following this instinct you would find buried treasures, hidden wonders of nature and even finding where the current major plot-related events happening is also possible with this. This always gives you a purpose or aim making it unlikely for you to be someone without purpose and waste your life doing things that are not fulfilling and exciting.

Iron Guard – 400cp

Your childhood was a nightmare as you were often left in the woods to train to survive the wilderness and as a result became perceptive of your surroundings. This grants you an incredible spatial awareness that you are always aware of your surroundings allowing you to sense and locate people and monsters without using your five senses. This also makes you skilled at luring or gaining your opponents attention and focusing their agro towards you and leaving them vulnerable for your companions. When you are protecting someone, you know where to position yourself, where you can defend them from every threat and intercept attacks meant for you or them even without looking at it.

Team Dynamics - 400cp

When a party or team members have no coordination with each other they can be easily defeated by an enemy who’s weaker but can work together. With this, any party or team that you form,join or lead, so long they stayed together for sometime or experienced a few battles together would form teamwork and trust with each other. As the teamwork and coordination forms, each member would instinctively know the strengths and weaknesses of each other and this allows the entire team to cover each one's weaknesses. This also makes each member know where to position themselves where there would be no blindspot in the team formation allowing them to intercept attacks that would kill a teammate or terrain that would break the formation.

God-Ranked Warrior – 600cp

Well done, you’ve managed to become one and reach the pinnacle of the Three Sword-Styles of the Six-Faced World. Your proficiency and mastery of the secret techniques of the North-God’s Unorthodox and Underhanded Tricks, Sword-God’s Relentless and Light Speed attacks and techniques, and Water-God’s Perfect Defense and Ultimate Counter have reached completion such that you can claim to be a God-Rank Swordsman of the Three Sword-Styles. This elevates your mastery and control of your Battle Aura that it can amplify your physical capabilities to the limit allowing you to rival any God-Rank Warrior in pure stats alone. Completely mastering the Three Sword-Styles has given you the ability to meld any Armed Martial Art-Styles into one Combat-Style gaining all of the advantages and discarding their disadvantages. This also elevates your innate talent at learning and mastering any Martial Arts-Styles though this is more prominent in Armed Martial Arts-Styles which would allow you to reach God-Rank starting scratch within a year’s time though it would be faster if you have a master to learn from or if you already have a foundation for it. This also allows you to invent, innovate and re-create any Armed Martial Arts-Styles that you see and face with a few times of experiencing it or observing it and it also bleeds to any Martial Arts-Styles to a lesser degree.

Dungeoneering – 600cp

There are many wonders in this world and one of these is the dungeons or labyrinths that are scattered throughout the world. This grants you an encyclopedic knowledge of the mechanics on how the dungeons or labyrinths are made and operate, and you can also recognize the difficulty of any dungeons or labyrinths just by seeing the entrance or reading and hearing the description made of people who when there. When exploring the dungeons or labyrinths you can instinctively detect the traps, recognize a hidden door, solve puzzles and know which teleportation circle is the correct one to use. This also grants you the skill necessary to make and draw maps of the dungeons or labyrinths that you cleared and this maps are so detailed and easy to understand unless they are purposely ignoring it everyone should be able to understand it, and this map making can also be applied in making world maps though you need to survey personally or see it through things like a telescope of All-Seeing Eye.

Magician

Saint-Rank Magician – 100cp

Magic is the most common way for a mage to be useful in battle and combat, and you manage to learn and reach an incredible amount of proficiency and mastery in Attack-Magic, Healing-Magic, and Summoning-Magic Category-Types of the Six-Faced World such that you could be considered a Saint-Rank in this Three Main Categories of Magic. While this also gives you all the knowledge of the spells of the Three Main Categories of Magic you only master them at Saint-Rank of the said spells. This also gives you Truncated Spell-Casting which allows you to shorten the incantation for any magic-spells that you have to five seconds or less. This elevates your Mana Reserves to the point that you can cast a dozen Saint-Rank Spells before being exhausted. You also gained an incredible innate talent at learning and mastering any Powers though this is more prominent when you’re learning some type of magic which would allow you to reach Saint-Rank starting scratch within a year’s amount time though it would be faster if you have a master to learn from or if you already have a foundation for it.

Noble Presence - 100cp

There are times that even though you are a noble, other people seem to fail to recognize it unless they see you wearing expensive clothes, being followed by guards and a noble bearing, but not with you. With this, your very presence screams you being a noble of higher lineage that no matter how you present yourself, wear a commoner's clothes others will always recognize you as a member of the nobility. You have gained an incredible grace that attracts people's attention and you always move subconsciously in a way that maximizes your appeal of your appearance towards other people. Though you can turn off the effects should you want to go incognito and you don’t want others to find out that you are a noble.

Silent-Casting – 200cp

Normally Magic-Spells require lengthy incantations and occasionally conjoining magic arrays, some talented practitioners can use Truncated Spell-Casting to shorten the length to a few phrases, but you have taken this to the next level and can manipulate mana just by feeling and a little concentration. This allows you to entirely skip the lengthy incantations and silently cast Magic-Spells with just your thought by visualizing it and this also gives you the ability to adjust the size, speed and potency of the Magic-Spells like giving a Beginner-Rank Spell with an Emperor-Rank Spell potency. This also applies to other worlds Magic-Systems that needed incantations or shouting the name of the spells. By default you have the ability to teach Silent-Casting to others that don’t have the talent or ability to use it.

Different Mask - 200cp

The nobles tend to wear masks that make them different when surrounded by people to hide their intentions and to prevent others from exploiting their weaknesses. This grants you a great talent at acting and the ability to construct a persona with an assigned role that you want to play and while in this persona, you will never give away or hint at anything that the role you are playing at couldn’t reasonably know or do. Turning back to who you were is as easy as removing a mask and no matter how many persona’s that you created you would never lose sight of your original self. When you are playing a role it's really hard for others to really see what’s underneath it thus preventing others from really guessing your intentions or how your mind really works.

Team Tactics – 400cp

Mages are meant to fight and lead behind companions and be protected when casting their Magic-Spells. With this, you are granted the ability to lead a small group of companions or team and skilled enough to use all of your abilities in this case Magic-Spells to support them from behind. This also allows you to predict the flow of battle allowing you to guide and command to their right positions and lead them to victory and counter your opponents moves to stalemate them. This also gives you the instinctive timing ability to know when and where your companions or team needed your support like attacking an opponent that if not stopped would deliver a fatal blow to one of your companions or team, or timing a healing spell so that by the moment your teammate gets hit you’re already healing them.

Charismatic Personality - 400cp

Whether it's natural or out of necessity there are some nobles who are quite charismatic that charms others with just their presence and words and you're the same as well. With this, you gain an increase in your charisma and charm to the point that so long you show some competence, people will always think of you first should their goals and interest align with yours. Your charisma is incredible to a degree that giving a speech in a city would

cause the people to rally to your cause and your mere presence can attract the attention of the most arrogant, haughtiest nobles. This also affects the common people to a slightly lesser level. Even your charm is incredible such that you can charm your way into a tight-knit group of nobles and then have them openly welcome you with just a few days of well placed and calculated words from you, though this would be a lot harder if they're hostile towards you. This also helps that in any territory that you have, your people are unlikely to rebel and more likely to be obedient so long as you're not actively abusing your power over them and exploiting them.

God-Ranked Magician – 600cp

Through your perseverance on improving yourself, your magic has reach the pinnacle of the Three Main Categories of Magic of the Six-Faced World and proficiency and mastery of the magic spells of the Attack-Magic, Healing-Magic, and Summoning-Magic Category-Types reached completion such that you can claim to be a God-Rank Magician of the Three Main Categories of Magic. This elevates your Mana Reserves to the point that you can cast a dozen God-Rank Spells before being exhausted. Due to your proficiency and mastery of your spells, your Truncated Spell-Casting is further improved which now allows you to shorten the incantation for any magic-spells that you can do a single word incantations. Through completely mastering the Three Main Categories of Magic has given you the ability to meld two or more Magic-Spells into one to reproduce various unique effects and natural phenomena, and this also gives you the ability to combine two or more Magic-Systems into one creating a new magic system with all of the advantages and discarding their disadvantages. This also elevates your innate talent at learning and mastering any Powers though this is more prominent when you’re learning different types of magic and would allow you to reach God-Rank starting scratch within a year’s time though it would be faster if you have a master to learn from or if you already have a foundation for it. This also allows you to invent, innovate and re-create any kind of magic or spells that you see and face with a few times of experiencing it or observing it and it also bleeds to any Powers to a lesser degree.

Politically Minded - 600cp

Being a noble is not all fun and games, it's a cut-throat and backstabbing environment in which if one is not careful could lead their family to their downfall. With this you gain an incredible politically-savvy mind that allows you to make your way and thrive in the political mire of the nobles. This lets you outsmart even the most experienced nobles in politics and even trap them in your schemes without them finding out before it's too late. This also makes it that your plans are labyrinthine in complexity and more subtle than a master assassin, others only realize your plans after they’ve reached fruition and are extremely difficult and unlikely to be disrupted by outside variables as you’ve probably taken most of them into account. Your plans are self-sustaining and would keep functioning without your input. You are also skilled and experienced at managing the economy of any territory from a lowly village to a bustling city up to a country. You can make it stable and prosperous and you are capable of using all of your territory’s resources and your people’s skills and expertise to their highest efficiency without destroying your territory's environment or inciting discontent from your people.

Items

You gained a 300cp stipend to spend in the Item section only and can’t be used to purchase perks, companions and demon eyes with this. All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, all 100cp items for their respective origin are free and the rest are at 50% discount except the general items where it’s undiscounted.

General

Daily Clothing - Free

Going on an adventure or town with your house-cloths would make others think that you're from the countryside. This gives a closet that contains a dozen or so clothes fashionable but appropriate for a middle-class or low-rank nobility and you gain additional clothes appropriate for the world you are in each jump. The clothes here are made from comfortable materials that mitigate the hot and cold temperature to a certain degree along with the clothes auto-adjust to your size and build.

Monthly Allowance – 50cp

This bag contains one hundred gold coins which is the common currency of your starting location which is enough to live a middle-class lifestyle for a year comfortably on the central continent or to buy a few nice books. For Each Purchase it would double the initial amount and by default you gained a monthly allowance of asura gold coins equal to the total amount you purchased. Post-Jump you would gain the same amount in the most common currency of the location you are in.

Adventurers Guild Registration Card – 100cp

This card is the proof of your membership with the Adventurers Guild. Through this card you can skip the process of registering on the Guild as with this you are counted as a legal member even if they do a background check and this Card grants you an F-Rank in the Guilds Ranking. Post-Jump this can be used as an identification card to prove your identity and the higher you’re ranking the more restricted areas you can enter. In the modern world showing this card represents your membership of the highest respective organization known like the United Nations.

Camping Gear – 100cp

Going on an adventure or traveling to a different place without basic equipment would only lead to problems. This gives you a backpack that contains a tent and basic utensils along with a preserved food. The backpack is a magic tool that can contain more things that it looks and the space inside the bag is as large as ten cubic meters, while the tent is also a magical tool that while small on the outside the inside is as large as ten square meter space and the tent also has a protective barrier that prevents monsters from attacking it. The last is the preserved food is plenty enough to feed ten people and it restocks every three hours and gives different types of food every restock preventing you from getting bored from eating the same food every-time.

Future Diary - 200cp

Sometimes it’s nice if you are given with advice when you are in doubt. With this you gained a diary of a veteran jumper that jumped into an identical world you are in. The diary gives you accurate advice towards your survival along with complementing your goals even goes far as giving hints to solve the problem you are stumped with. This also gives you clues on finding the world-breaking secrets of your current world if there should be one while the diary gives you advice, hints and clues you still have to do the legwork to achieve it. The diary auto-updates taking account of the actions you took so that the diary won’t become obsolete that easily and the diary can only give advice and hints up to ten years in the future.

Illusionary Ring - 200cp

Sometimes you want a day off but you are too recognizable for clothes even if you wear plain clothes. With this magic tool it would allow the user to take the shape of another person. This magic tool took the form of two rings: a green ring, and a red ring and the person wearing the green ring would become identical in facial features and hair color to the person wearing the red ring. Unlike the original this changes the users height, build, voice, and the eyes colors making them indistinguishable to others without detailed probing or analysis.

Armored Sky Fortress – 400cp

This is a flying island with a large and extremely lavish castle that replicates the sky castle of Perugius. The sky castle is large enough to house a thousand people comfortably with a lot of space to spare for other facilities and it even has its own function to produce and generate its own water and electricity if you need it along with the function that automatically cleans itself. The sky castle is also made from a physically and magically resistant material making it incredibly durable that it can resist a God-Class Magic Spell with little damage. Any damage it sustains that didn’t destroy it would slowly be repaired in hours along with any changes and modifications that you made would be remembered.

Jumper Academy – 400cp

The Academy is for learning and what would be the point of it if it can’t do that. This gives you a academy merged with your warehouse where you can deploy it to any location that you want. The building is made of resistant materials that can resist Emperor-Rank Magic or Physical attacks along with it being inscribed with Magic-Circles that emit Healing Magic at Saint-Rank that is capable of healing most injuries aside from lost-limbs. The academy is staffed by really human looking automatons that can teach students of martial arts and magic that you know and have access to even general knowledge like math to physics grated that if you have that knowledge. The students that learn and attend here can reach Saint-Rank of either Warrior or Magician at

minimum within five years of attending and PhD for certain subjects should you have access to it. The deployed Academy has multiple magic-circles inscribed that it can resist a siege from God-Rank Magic-Spells or Physical Attacks, and the academy is emitting a Saint-Rank Healing-Spells that heals anyone inside. Post-Jump it would leave a copy in the previous worlds that you deployed it so that it won't magically disappear when time flows normal after you attain your spark.

Drop-In

Crafting Materials – 100cp

Without any materials even the most skillful master can't do anything. This grants you a large chest that contains a large amount of various crafting materials enough to craft Magical Tools to an Automaton up to the Fighting Gods Golden Armor. While crafting ordinary Magic Tools the materials are enough to craft hundreds but for something like the Fighting Gods Golden Armor you could only do that once per month. The chest replenishes its contents every month and you can add new materials by simply storing it in the chest and it would automatically record and replenish every month.

Resistant Materials – 100cp

You gained a resistant material that can be used in many things along with the recipe to mass-produce it. This material is resistant to physical and magical attacks and strong enough to shrug off Saint-Rank Magic-Spells or Physical Attacks and with the recipe you can make variations of it other than a brick like steel or anything you want. The Material can be used as a main component for things like buildings to armors allowing them to acquire the resistance to physical and magical effects. The amount that you gain monthly is enough to make a decent size castle or fortress and with time and research you can improve the material with seemingly no limit on how much resistance it can get.

Item Shop - 200cp

Even if you have the goods to sell it would be hard if you don't have a shop or booth to sell it from. This gives you a shop merged with your warehouse where you can deploy it to any location that you want or merge with an existing building. The building is made of resistant materials that can resist Emperor-Rank Magic or Physical attacks along with it being inscribed with Magic-Circles that emit Healing Magic at Saint-Rank that is capable of healing most injuries aside from lost-limbs. This Item Shop has the tools you need to build any Magic-Tools that you plan to build and the quality of the tools start off as master-crafted and it would improve from there as you improve your crafting skills. Should you don't want to stand around all day to attend your shop this shop comes with a humanlike automation that would become your clerk and with it being smart enough to pass off as a human and be left alone for a long time if you want to go on an adventure. Post-Jump in modern settings this takes the form of a hardware store and once you deploy or merge it the paperwork for it is hand waved and already finished and legal too.

Communication Tool - 200cp

A Magical tool shaped in a stone that would allow long range communication, anything written on the main stone will appear on the sub-stones. While it allows long range communication it's still limited and the version bought here is in the shape and function similar to a modern day smartphone which allows you to text and talk to people that have the Communication Tool even taking pictures, storing them and sending it to another Communication Tool is also possible. The range of the Communication Tool covers the entire Six-Faced World and you also have the blueprint/recipe for it to make more should you have the materials.

Lifelike Automatons - 400cp

Automatons are beings artificially made by people for different purposes that its creator wants. You gained ten automatons that are smart enough to rival humans and have an appearance indistinguishable from humans or any race that you want. The Automatons combat ability can rival a Emperor-Rank Fighter in both feats and skills along with them having a self-repairing ability to the point that you need to completely vaporize their bodies to destroy them and with them having indefinite operation without needing an external power-source. As they are smart enough to rival humans they can execute complex commands and would only follow your orders or those you give permission to command them along with any modification and improvements that you have done with the automatons would be remembered.

Warrior

Masterwork Weapon – 100cp

A sword is the soul of a warrior, especially a finely constructed one's. This sword is a master crafted by the best blacksmith of the kingdom and its qualities are that the sword that is ten times more durable and sharper than any mundane sword and has the properties that it never dulls its edge. It also has defensive measures that only you and those that have your permission to wield it as if not the sword would increase its weight that even a supernaturally strong person can't lift it. You could import existing weapons to gain these enchantments.

Book of Martial Arts - 100cp

There are many forms of Martial Arts that existed and there those famous and unknown ones but with this book records all of it. This book has the record of all known and unknown Martial Arts Styles in this world and it also contains instructions of the training regimens for each Style which are detailed and easy to understand that it's nearly impossible not to understand the meaning and descriptions of each Styles and training regimens. This book also records the Martial Arts Styles or something equivalent that you know or invented. Post-Jump this book automatically updates to include the Martial Arts System or Other Systems equivalent to it in the future worlds that you are in and the book has effectively infinite pages and opening to the desired page or style with just a thought.

Magic Equipment - 200cp

As a Warrior even if you have a Battle Aura it is best not to fully rely on it and put some thought on your armors as well specially magical ones. This set of Magical Equipment will amplify your physical capabilities by Fifty Percent and this equipment also increases your protection from harsh environments and would always maintain a comfortable temperature for you. It also has an ability to self-repair itself and automatically cleans itself along with the function to auto-adjust to your size and build. You could import existing armors to gain these enchantments.

Adventurer's Guild - 200cp

Being an adventurer is good and all but should you retire you're unlikely to find jobs fit your skill set other than joining the military of your country. This gives you the ownership of a branch of Adventurers Guild in the major city of your starting along with it being staffed by locals of the city or a humanlike automation if you like. The building is made of resistant materials that can resist Emperor-Rank Magic or Physical attacks along with it being inscribed with Magic-Circles that emit Healing Magic at Saint-Rank that is capable of healing most injuries aside from lost-limbs. This Guild building has a restaurant built in it that grants you a minimum month revenue of a thousand Gold Coins where the tenth of it goes into your pocket and the rest goes to the salary of the staff, maintenance of the building and reserve for rainy days. Post-Jump this building would merge with your warehouse and you can deploy it to any location that you want or merge with an existing building. In modern settings this takes the form as a mercenary or private company and once you deploy or merge it the paperwork for it is hand waved and already finished and legal too.

Soul Weapon – 400cp

This weapon is crafted from a piece of your very soul especially a beautifully crafted blade and scabbard. Its initial qualities are that its unbreakable, sharp enough to cut steel in its purest form and it never dull its edge along with an ability to weaken someone's Battle Aura or Defensive Magic/Abilities. It also grows sharper and stronger the stronger you are as it has the ability to weakened someone's Battle Aura or Defensive Magic/Abilities scales on your level of power, as Saint-Rank Warrior you can bypass a someone at the same level's Battle Aura or Defensive Abilities and weaken a King-Rank's Battle Aura or Defensive Abilities and etc... It also has defensive measures that only you and those that have your permission to wield it as if not the sword would increase its weight that even a supernaturally strong person can't lift it. You could import existing weapons to gain these enchantments.

Magician

Magical Staff – 100cp

While relying on your own body to cast magic it would be better to have a magic staff to assist your magic casting a lot easier and faster. This Magic Staff's body is made from an especially rare magical wood and the

magical stone is made from an especially rare magical beast. Making this staff really attuned to your magic and amplifying your spells of the magic systems that you have access with by five times more powerful while needing a lot less mana to cast or maintain. The staff is durable enough to take quite a certain amount of beating and you may import existing items or equipment to gain the effects of this staff.

Spellbook of Knowledge – 100cp

This large tome contains the Incantations and Magic Circles to all known and unknown spells in this world. The spells recorded ranges from Beginner-Rank Spells to God-Rank Spells of the three main types of magic. The instructions contained in it are detailed and easy to understand that it’s nearly impossible not to understand the meaning and descriptions of each spell. This tome also records the magic-spells or something equivalent that you know or invented. Post-Jump this tome automatically updates to include the Magic System or Other Systems equivalent to it along with all possible magic’s and similar things available in the future worlds that you are in and the tome has effectively infinite pages and opening to the desired page or spells with just a thought.

Enchanted Robe - 200cp

Magicians while powerful they tend to be glass cannons and have fragile physiques compared to their warrior counterparts. This magic Robe grants you protection from magical and physical attacks that scales with your level as a Saint-Rank Magician shrug off Saint-Rank Magic or Physical Attacks without problem and etc... along with this robe reducing the weight of the wearer is reduced by half and it is possible to move like the wind. This also gives protection from harsh environments making it that you always have a comfortable temperature even in a blazing dessert or freezing winter. It also has an ability to self-repair itself and automatically cleans itself along with the function to auto-adjust to your size and build. You could import existing armors or robes to gain these enchantments.

Fortress City - 200cp

Nobles tend to have higher stations and have important occupations or rule certain locations. This grants you a Fortress City with a population of hundred thousand and protected by heavily fortified walls that can resist any invasion and attack. The walls, floor and castle are made of resistant materials that can resist Emperor-Rank Magic or Physical attacks along with it being inscribed with Magic-Circles that emit Healing Magic at Saint-Rank that is capable of healing most injuries aside from lost-limbs. The soldiers are also trained quite well with foot-soldiers being a thousand Advanced-Rank Warriors with ten Saint-Rank Warriors and they can be local or humanlike automation if you like. This city is a central hub of trade and commerce that produces revenue and tax with a minimum of ten thousand Gold Coins monthly with the tenth of it goes into your pocket and the rest goes to the salary of the staff, maintenance of the building and reserve for rainy days. Post-Jump this city would merge with your warehouse and you can deploy it to any location that you want or merge with an existing city. In modern settings this takes the form as a private land with a private city that you develop and once you deploy or merge it the paperwork for it is hand waved and already finished and legal too.

Magical Power Armor – 400cp

A magical armor that increases the wearer's physical capabilities by replicating Battle Aura of a Warrior. Unlike the original and its successors this version is a lot more practical that it’s small and thin enough to cover your entire body except the head along with it auto adjusts to your size and build to be worn underneath the wearer’s clothes unnoticed. The material is strong enough to take several hits from a God-Rank Warrior or Magician before being damaged and any damage it sustains would slowly be repaired completely within a day. Its main power is to grant the wearer an Artificial Battle Aura that increases their strength, speed, durability, reaction times, spatial awareness and resistance to magic that would rival an average God-Rank Warrior. It also has its own power source and can operate for an indefinite amount of time. You may import existing Power Armor or Mecha that you own to enhance them with this magic array and materials of this magical armor along with any changes and improvements that you done with it would be permanent. On the side-note those who have Battle Aura will be added to the Artificial Battle Aura of the Magic Armor further amplifying the effects of the Magic Armor allowing you to rival the Fighting God with his Golden Armor in pure attributes only.

Demon Eyes

This term refers to the number of eyes that possess unique abilities and Demon Empress Kishirika Kishirisu possesses a total of twelve of them and is known to hand them out to others as rewards. While you can certainly get these from her in the jump, if you buy the eyes here you don’t need to have your eye gouged out and replaced. Like the Demon Empress you gained the ability to bestow your Magical Eyes to others. While the vast majority of people you give these eyes will master them within months after gaining it. Unlike the Demon Empress you don’t need to jab your finger into their eye and swish around for a minute you only need to cover their eyes with your hand and inject your energy along with willing that you bestow your Magical Eyes.

Should they have an existing or have the previous Magical Eye that you granted them the Magical Eyes that you gifted would merge with their existing one. The gifted Magical Eyes will adapt to the receiver’s biology and magic system in minutes after receiving it, and if they don’t the required source of power in this world to use it, they can substitute their own magical energy and should they don’t have any magical energy and pools they could use their own stamina to use the magic eyes that you bestowed to them, magical eyes bestowed here applies to both eyes.

You can purchase two or more Demon Eyes and apply these powers to a single eye or existing magic eyes and it would combine and create new abilities along with the ability to toggle off/on the demon eye.

Magic Power Eye – 300cp

The most common of demon eyes, magic power eyes allow the user to view magic power directly, the eye appears to be a deep green color, and has a cross-like pattern, with something like 4 extra pupils appearing around the main center pupil. Post-Jump this would allow you to see all kinds of energy from all magic systems and martial art systems like ki.

Identification Eye – 300cp

When looking at something with the Identification Eyes, they will show the user details of that object, however, only within things that the user knows of will be shown. However if bought here, even things that you don’t know about the objects will be shown to you. Post-Jump this will act as a visual hud and show you descriptors for all objects.

X-Ray Eye – 300cp

As the name suggests, X-ray Eyes allow one to see through opaque objects, including walls or clothes. However it doesn't allow one to see through people or dense magical power. Normally this wouldn’t let you see through people and dense objects, however if bought here you’ll be able to push past those limits by regulating the amount of magic power used.

Clairvoyant Eye – 300cp

The clairvoyant eyes allow the user to see far away, however, the "focus point" is difficult to control, rather than acting as a scope. The clairvoyant eyes seem to change the perspective of one's vision, while walls and clothes will stop your vision. You can maneuver around obstacles, with the amount of mana determining the distance from the user.

Foresight Eye – 300cp

The Foresight Eyes allows one to see into the future, seeing possible outcomes. It's difficult to control "focus point", which in this case means how far into the future one wants to see. The further one tries to see, the more outcomes are shown to them, but these outcomes become blurred together. However if bought here you’ll only see the one outcome that they would do with the maximum of ten seconds into the future.

Absorption Eye – 300cp

This eye absorbs magic. Normally the eye would absorb magic indiscriminately, it would absorb any magic you cast as well. However if purchased here you can use select the targets the eye absorbs. Post-Jump this will include any type of magic or energy, and you can choose to let the energy disappear entirely or absorb it into your own reserves.

All-Seeing Eye – 300cp

The all-seeing eyes allow the user to see all things in the world, even being able to find specific people, and peer into labyrinths. But a dense enough magical power can hinder the sight of the all-seeing eyes. However if purchased here you could pierce most magical barriers and dense magic power with regulating the amount of magic power used.

Absolute Void Eye – 300cp

The Absolute Void Eye can create an immense, insurmountable barrier around areas. While you could hold off an army with these and prevent people from entering, the drain is significant. However if purchased here you can create an independent barrier over an object or area but the strength and duration of the barrier depends on how much energy you used to create it.

Companions

You, the jumper, may transfer any remaining cp that you have to your companions with one to two rate of conversion meant to be used by your companions only and not to be used on the other way around.

Companion Import / Create – 50cp / 200cp

With each purchase of this option, you may import one of your previous companions or create a new one. They will gain the same number of discounts and freebies that you do, along with 800cp to spend as they wish, or pay 200cp to import all eight of your previous companions or create eight new companions, they can purchase any origin, perks, items and take drawbacks for additional cp but they cannot take or purchase additional companions. The created new companion in this world who you would soon encounter and become friends shortly after your arrival.

Canon Character – 150cp / 300cp

With each purchase of this option, you will be ensured of meeting a canon character of your choice a few dozen times in favorable conditions and you will get the chance to convince them to come along with you. For additional 150cp or a total of 300cp per purchase, Jump-chan would make a clone of them with their personality, skills, knowledge, powers, and memories by the end of the jump, should you be unable to convince them to join you, died before the end of the jump or they're dead from the very beginning. If they're clones they are incredibly loyal to you. After the jump they would be given 800cp to purchase origin, perks and items in this jump but cannot purchase companions and take drawbacks.

Lifelong Companion – 300cp

A companion of the opposite or same gender of you, the two of you would be spending the rest of your lives together. Several weeks into the jump the two of you would meet and would fall in love with each other. Their love for you or your love for them is eternal to the point that it won't wane and manipulated by powers and time along with them being your equal and always be the same level as you. They are willing to be at your side even if they have to defy and fight their family or country the same can be said to you; they have the exact appearance, disposition, alignment, and personality of your preference. This Companion can be purchased multiple times for 150cp after the first purchase, and if purchased more than one, they are willing to share and open minded to become part of your harem and work with synergy with each other. They have 1,000cp to purchase origin, perks, items and gain freebies or stipend and can take drawbacks for additional cp, but cannot take or purchase additional companions.

Drawbacks

There is no cp or drawback limit so take as many drawbacks as you want, drawbacks triumphs over perks. The drawbacks are removed or lifted Post-Jump.

The Flashback - +0cp

Normally you are inserted to the year K407 or the time a certain Neet was reincarnated into the body of an infant of Rudeus Greyrat. But you can use this if you want to be inserted way before canon starts up to Five Centuries to the past and at the start of the Laplace War. Though this won't grant you any additional cp even if you want to be inserted during the Laplace War.

Back to Infancy - +100cp

Too bad Jumper theirs seems to be a mishap in your insertion rather than inserted into your rolled age you are inserted into a new born child of a middle-class family of your starting location or you can use this to reincarnate as Rudeus Greyrat or his twin sibling if you want. As you are reborn into a child you have to stay in this world until K437 or until your 30th Birthday around the end of the Main Series and the start of the Redundancy Series.

Past Trauma - +100cp

Whether it is a mishap of being inserted or you have a past trauma that only resurfaced but in any case you now have a Agoraphobia. You now have a fear of going outside or open space larger than your house. While you can't conquer or cure this on your own but with external help from others like your friends, teacher, family and lovers this can be cured with time and help from them.

Shameless Pervert – +100cp

Ether it comes from your bloodline or its just you but you now have an unhealthy obsession of the preferred gender. You have an urge of groping people of your preferred gender while being alone with them or peeking at them while their changing clothes or taking a bath. While its fine if you are alone but so long you have a proffered gender as a companion you would get this urge if you can't relieve it once a week if not it would annoy you while it would be not a problem in battle but in your daily-life it would be a problem.

Curse of Promiscuity – +200cp

This curse that cause you to be highly sexually active, to the point of being a dangerous sex beast, and if it's not relieved once a month it would make you horny enough to force yourself onto others. Though if you have enough will you can resist the urge during battle but outside of that you can mitigate it a best also magic tools specially to suppress curse can only mitigate it and not completely cure it.

Persistent Slavers – +200cp

Jumper you seem to be a rare thing for this world. No matter what race you have, there always seems to be slavers trying to ambush you outside of any civilized city or in the wilderness. No matter how much you want to kill them there are always survivors that would gather more members that would ambush you again. While this won't happen inside of any city or inaccessible locations by normal travel the ambush would tend to happen once a month while their strength are no match for you it would be still a hassle to deal with them periodically.

Green Hair – +200cp

The color green a hair, which, in this world, means that everyone associates you with the Superds genocide and terror. While most would not attack you on sight but expect discrimination and being ignored where ever you go though if you are a child you would be bullied a lot. No matter what you do it grows back in matter of hours, nor will any dyes stick.

Glass Cannon – +400cp

You seem to don't have any talent in any forms of martial arts from this world. This prevents you from forming your Battle Aura thus preventing you from reaching Saint-Rank Warrior no matter how much you train. Along with having an underwhelming physical prowess making much weaker than average on your age like running or manual labor exhaust you before you manage to accomplish anything significant. Though you can still train your body, you have to spend ten times the amount of effort to gain a significant increase. This also applies to your Out of Context Martial Arts and Body Enhancement Spells.

Magically Inept - +400cp

You seem to have no grasp of the intricacies of magic of this world in both casting of Magic-Spells and the uses of Magic-Circles are entirely beyond your comprehension. While you can use Magic-Tools and know the effects of the Magic-Spells but you could not even memorize any magic incantations during your time here. Though it won't affect you as a Warrior in the long run but you won't gain the destructive and versatile capabilities of the Magicians. This also applies to your Out of Context Magic-Spells, Formations, Runes and Magic-Circles.

Curse of Hatred – +400cp

A curse that inspires intense enmity and fear in all living beings that you would encounter. Regardless of how you meet people there would always be two reactions, one is enmity where they would attack or become hostile towards you the moment you meet, two fear they would always be run away by just seeing you or paralyzed by fear with just your presence. However this is not a problem for people not of this world and companions are immune to this. The paralyzing part is only the mental reaction of people and would not paralyze people with strong will or powerful strength.

Drain Syndrome - +600cp

The insertion process seems incomplete or a corrupted jumper in the process you lost access to the energy source of this world which is Mana. Due to not having Mana of this world even if you have another Out of Context energy source your body reacts negatively to the presence of Mana the denser it is the greater the reaction. This disease is called the Drain Syndrome in the presence of Mana, your body accumulates Mana little by little and once it reaches a certain point it would weaken your body to the point of you being bedridden and once reached a critical stage it would kill you. The moment you inserted your body accumulates Mana and you would be bedridden in third year and death at ninth year to alleviate this you need to find the Sokasu Grass and make a tea of it and drink it once every week to alleviate the symptoms. Using your Out of Context energy source would not cause the Drain Syndrome only the Mana energy of this world.

The Human-God - +600cp

Normally Hitogami or Human-God would totally ignore you unless down on the road you are planning to defeat him or your descendants defeating him. But now whether it comes from an unknown source or from his own power to see the future he is now determined that you must be eliminated, while he can't enter your dreams and summon your soul but expect him to continuously manipulate others in order to kill you and everyone you know and love. True that he is a master manipulator and absolutely without mercy he can only have a maximum of four Apostles at the same time as too much would disrupt his ability to see the future.

Holy Crusade - +600cp

For some whatever reason others thought you are the second coming of the Demon God Laplace. Every Kingdom that existed and what every their race is would participate in this Crusade to defeat you and would be a threat to all life and have widely denounced you. Any kingdom or group that shelters you if you manage to find one would be besieged by all participating and would be ultimately forced to surrender you or be destroyed by the combined might and influence. While this won't force the Seven Great World Powers to participate but other people can convince them and the Holy Crusade won't start after a year of your insertion giving you a year of preparation to defend yourself. You don't have to kill them and defeating them would just suffice and crushing about Eighty Percent of the combined army would count as a win and they would stop their Holy Crusade though your reputation would be lower than the combined reputation of the Supard Race and Demon God Laplace.

The Strongest World Power - +800cp

Jumper you are now stuck in this world until you become the strongest. All of your Out of Context Perks, Powers, Items and Warehouse are locked during this Jump. The only thing that you have is Perks, Powers and Items that you purchased in this Jump along with your Companions that followed from before and the new ones that you purchased in this Jump. To leave this Jump you have to challenge at least five of the Seven Great World Powers in a One on One battle or defeat the First Rank of the Seven Great World Powers and should the Seven Great World Powers that you defeated be replaced by someone you need to defeat the new Seven Great World Powers. Also in the battle with one of the Seven Great World Powers you cannot have your companions help you during the fight.

Endings

After ten years of surviving this universe you are finally given three choices to choose from.

Stay Here

Something about this world made you want to stay, maybe it's the friends or comrades that you made in this jump, nevertheless this would be the end of your jumping days.

Go Home

Deciding that you miss your family, making this jump your last, maybe is it due to you lounging for your family.

Continue

Onwards to the next jump leaving behind your friends and comrades you made for more power.

Notes

- **Special Thanks for GetRektNuub for proof-reading it.**
- **Power Levels/Ranking**
=====
- There is a power ranking in-universe that is observed by practitioners of both magic and swordsmanship and seems to be quite distinct in its description, though it is not by any means close to perfect as a system.
- =====
 - Magic-wise, one can only reach the next ranking if one knows a spell on that level, and that is per element. Rudeus is a great exemption due to his ability to alter the properties of the spell without any use for words that limit it (changing words in the spell chant can alter a spell to the point of raising or lowering its rank, but it takes long studies to do so), making it so his Elementary-ranked spells like Rock Bullet can have Emperor level attack power.
 - =====
 - Physical-wise, rankings are attained through reaching certain milestones (e.g. learning Longsword of Light to become Saint-Ranked) or being recognized by the current god of each sword style. This is again a flawed system in that, for example, Eris exceeded some of her Saint-Ranked Sword-God Style peers in sheer skill and aggression despite not learning the Longsword of Light (due to no one being able to teach her), which the Sword-God, Gal Farion, recognized.
- =====
- **Magic and Power Rankings in This World Has Seven Ranks**
=====
- =====
 - **Beginner-Rank** - Basic Mana Manipulation.
 - Magic that controls natural elements and basic swordsmanship training.
 - =====
 - **Intermediate-Rank** - Advanced Mana Manipulation.
 - Not much stronger than the lowest rank, but still notable enough to be a higher category. Cavalry level swordsmanship.
 - =====
 - **Advanced-Rank** - Complex Mana Manipulation. Generally Large Area of Effect.
 - Implied to be around Elite Cavalry level swordsmanship, and is the highest one can go without Touki powering them up, as Rudeus can attest to.
 - =====
 - **Saint-Rank** - Large Scale Complex Mana Manipulation. Usually Spells That Affect The Weather.
 - A massive power and area-of-effect gap from the previous tier, magic spells of this level can now ruin multiple city-blocks to an entire city or something of the like. It usually affects the weather or something to that effect. Sword practitioners, particularly the

Sword-God Style now have access to light speed sword strikes, though they are not necessarily capable of combat on that level, regardless, they are considered one-man army compared to the lower ranks.

-
- **King-Rank** - Builds Upon Saint-class Magic by Increasing Its Effectiveness.
 - Implied to be more of refinement and combination of spell effects of Saint-ranked spells than sheer power creep. King-ranked spells can regrow entire limbs in a short time span.
-
- **Emperor-Rank** - Further Enhances the Scale of King-class Magic.
 - It deals with a very high amount of mana and complex manipulation, usually increasing range or power or both, from the King rank.
-
- **God-Rank** - Continental Scale Magic.
 - God-tier elemental magic is of extreme power output, considered to be on a continental scale or something that cannot be replicated by most any means. God-Ranked sword practitioners on the other hand, are beings unmatched by the lower ranks. There can only be one practitioner of each sword style to hold this title, and claiming a title can only be done by defeating the previous holder. The North God Style is a unique case in that its previous title holder, North God Kalman II, disappeared for quite a while that North God Kalman III has been entitled despite not defeating the former.
-
- **Power Levels Attributes** = Physical Feats, Battle Aura Durability, Mana Reserves and Magic Potency.
-
- **Average Civilian**
 - Physical Feats
 - (1) Average Human Feats
-
- **Beginner-Rank**
 - **Warrior**
 - Physical Feats
 - (3) Average Human Feats
 - Mana Reserves
 - (12) Battle Aura Augmented Techniques
 - With Battle Aura
 - Combat Speed + Reaction Time = Supersonic
 - Wall-Level Durability
 - **Magician**
 - Physical Feats
 - (1) Average Human Feats
 - Mana Reserves
 - (12) Beginner-Rank Spells
 - Magic Potency
 - Wall-Level Destruction
-
- **Intermediate-Rank**
 - **Warrior**
 - Physical Feats
 - (6) Average Human Feats
 - Mana Reserves
 - (24) Battle Aura Augmented Techniques
 - With Battle Aura
 - Combat Speed + Reaction Time = Hypersonic
 - Large Building-Level Durability
 - **Magician**
 - Physical Feats
 - (3) Average Human Feats
 - Mana Reserves
 - (120) Beginner-Rank Spells
 - (12) Intermediate-Rank Spells
 - Magic Potency
 - Large Building-Level Destruction
-
- **Advance-Rank**
 - **Warrior**
 - Physical Feats
 - (10) Average Human Feats or (1) Peak Human Feats
 - Mana Reserves
 - (48) Battle Aura Augmented Techniques
 - With Battle Aura
 - Combat Speed + Reaction Time = High Hypersonic
 - Small Town-Level Durability
 - **Magician**
 - Physical Feats
 - (6) Average Human Feats
 - Mana Reserves
 - (120) Intermediate-Rank Spells
 - (12) Advance-Rank Spells
 - Magic Potency
 - Small Town-Level Destruction
-
- **Saint-Rank**
 - **Warrior**
 - Physical Feats
 - (10) Peak Human Feats
 - Mana Reserves
 - (96) Battle Aura Augmented Techniques
 - With Battle Aura
 - Combat Speed + Reaction Time = Massively Hypersonic
 - Small City-Level Durability
 - **Magician**
 - Physical Feats
 - (10) Average Human Feats or (1) Peak Human Feats
 - Mana Reserves
 - (120) Advance-Rank Spells
 - (12) Saint-Rank Spells
 - Magic Potency
 - Small City-Level Destruction
-
- **King-Rank**
 - **Warrior**
 - Physical Feats
 - (100) Peak Human Feats
 - Mana Reserves
 - (192) Battle Aura Augmented Techniques
 - With Battle Aura
 - Combat Speed + Reaction Time = Sub-Relativistic
 - Large Mountain-Level Durability
 - **Magician**

- Physical Feats
 - (1) Peak Human Feats
 - Mana Reserves
 - (120) Saint-Rank Spells
 - (12) King-Rank Spells
 - Magic Potency
 - Large Mountain-Level Destruction
- =====
- Emperor-Rank
 - Warrior
 - Physical Feats
 - (1,000) Peak Human Feats
 - Mana Reserves
 - (384) Battle Aura Augmented Techniques
 - With Battle Aura
 - Combat Speed + Reaction Time = Relativistic
 - Small Country-Level Durability
 - Magician
 - Physical Feats
 - (1) Peak Human Feats
 - Mana Reserves
 - (120) King-Rank Spells
 - (12) Emperor-Rank Spells
 - Magic Potency
 - Small Country-Level Destruction
- =====
- God-Rank
 - Warrior
 - Physical Feats
 - (10,000) Peak Human Feats
 - Mana Reserves
 - (768) Battle Aura Augmented Techniques
 - With Battle Aura
 - Combat Speed + Reaction Time = Speed of Light
 - Continental-Level Durability
 - Magician
 - Physical Feats
 - (1) Peak Human Feats
 - Mana Reserves
 - (120) Emperor-Rank Spells
 - (12) God-Rank Spells
 - Magic Potency
 - Continental-Level Destruction
- =====
- NOTE this is only a benchmark for each rank while this is not quite accurate and this is only from my impression from reading the Web Novel and Light Novel and from the calculations from different sources which I used as a base along with scaling.
- Peak Human or 10 Average Human Feats is the limit of a human or those with physical capabilities close to a human if you don't have the Battle Aura.
- To reach Saint-Rank you need to consciously or unconsciously acquire the Battle Aura and learn Longsword of Light (For Sword God Style) which allows the swords-tip to reach light-speed as the boost of the Battle Aura is massive.
- A Emperor-Rank Warrior can casually parry a Longsword of Light of a Saint-Rank Warrior and from the calculations I read you Relativistic+ reaction time or combat speed so at bare minimum you need to have Relativistic+ reaction time or combat speed along with mastery of certain techniques to be a Emperor-Rank Warrior.
- Fighting Styles
- =====
 - Magical-wise, only one fighting style is known, which is the Saint Dragon Touki/Battle Aura (whose name has little connection to actual Touki/Battle Aura that protects the body).
 - =====
 - Saint Dragon Touki or Saint Dragon Battle Aura
 - A fighting style Rudeus found semblance to real world Wushu and is a combination of magic and martial arts, and specializes in using the minimum amount of mana required to defeat an enemy. It is considered the greatest fighting style in the world.
 - Notable User - is the Dragon God Orsted, who due to certain factors, has to limit his use of spells to an absolute necessity. He only ever uses magic when forced to in a fight with a worthy opponent, like Rudeus with the Mk.0 Armor, and when he does, he combines it with his swordsmanship and close combat fighting, like when he used gravity magic to attempt to subdue Rudeus after forcing him in a particular direction with sword play, and only using the dragon gate to sap the power of an attack that he thinks is too dangerous, but let's others he is sure he can take hit him if he can't evade or block.
 - =====
 - Physical-wise, there is the Sword-God Style, the North-God Style, and the Water-God Style. These are the three great sword styles that are akin to rock, paper, scissors, but with swords.
 - =====
 - The Sword-God Style
 - Specializes in aggression and speed. It is the **Perfect Counter** to the **North-God Style's** pragmatic way of fighting. It is typically regarded as the strongest style, and is the most popular.
 - Notable User - is Eris Boreas Greyrat who fights with ruthless aggression, to the point of dropping her sword mid-swing to surprise her opponent with punches instead. She does not stop until either she or her opponent is overwhelmed.
 - =====
 - The Water-God Style
 - Specializes on immense defensibility and counter attacks. It is the **Ultimate Counter** to the **Sword-God Style's** fast but straightforward fighting style.
 - Notable User - is Reida Reia, the Water-God, whose greatest skill, Sword of Deprivation overwhelmed a room full of people, half of which are renowned fighters like Rudeus and Eris Greyrat the moment they attempt to move, and even "killed" Arumanfi of Light who can move at light speed in bursts.
 - =====
 - The North-God Style
 - Is less an actual sword style and more a discipline or a way of combat, in that no two named swordsmen have the same move set. In fact, practitioners of the style tend to have peculiar/unique traits that they use to their advantage, e.g. Wii Ta who uses light to remove vision, Peacock Auber who fights like a ninja, etc. It fights with trickery and adaptability and is considered the second strongest fighting style. This style is the **Hard Counter** to the **Water-God Style** in that its unpredictability makes it difficult to mount a successful counter.
 - Notable User - is Paul Greyrat, who created his own fighting style, becoming like a dog, dropping on fours with a sword in his mouth for greater maneuverability against an opponent who has the range superiority.
 - Notable User - is Death God Randolph Marianne who created the Sword of Bewitching, a psychological warfare type of swordsmanship. This fighting style is composed of two

styles, the Sword of Luring and the Sword of Hesitation. The former entices the opponent to attack when he should defend, leaving him open to counter, and the latter entices to defend or retreat when they should attack. With this style, Randolph in his prime was a candidate for North God and was considered a master of stealth giving birth to the saying "The Death God is always behind you".

- =====
- Three Main Categories of Magic**
- =====
- o **Attack Magic** - Attack Magic consists of spells that manipulate mana into tangible elements. The power, speed, effective range, and area of these spells are dependent on the amount of mana poured into them. It is divided into four schools.
 - **Fire** - Generate and Manipulates Fire/Heat
 - **Water** - Generate and Manipulates Water/Liquid
 - **Wind** - Generate and Manipulates Wind/Gases
 - **Earth** - Generate and Manipulates Earth/Minerals
 - o =====
 - o **Healing Magic** - Healing Magic mainly comprises spells used for healing injuries and removing toxins. It is further divided into four schools.
 - **Healing** - Magic for healing injuries.
 - Beginner-Rank - Capable of healing minor cuts, fractures, and plants
 - Saint-Rank - Capable of healing most bodily injuries as long as the limbs are still attached.
 - King-Rank - Capable of regenerating severed limbs
 - **Detoxification**- Magic for purging poisons and disease.
 - Beginner-Rank - Capable of curing common and non magical poison and disease at initial stage.
 - Saint-Rank - Capable of curing magical poison produced by powerful monsters and treating advanced stage disease and particular illnesses.
 - God-Rank - Capable of curing strange magical disease like Magic Stone Disease.
 - **Divine Strike** - Magic used against incorporeal monsters and demons. It is a magic that's effective against spirits or evil races. It is kept secret by the Divine Priest Fighters.
 - **Protection** - Magic for increasing one's defenses and creating barriers (distorts mana in a finite space. Effects include nullifying magic activation, altering magic regeneration rate and distorting space). Barrier Magic relies more on the usage of magic circles compared to chanting
 - Beginner-Rank - Capable of creating Barriers with Anti-magical properties.
 - Intermediate-Rank - Capable of creating Barriers with Anti-physical properties.
 - Saint-Rank - Capable of creating Barriers with both Anti-magical and Anti-physical properties.
 - God-Rank - Capable of creating Barriers that can separate entire continents or worlds.
 - o =====
 - o **Summoning Magic** - Summoning magic is used to call forth powerful beings to carry out the summoner's bidding. It has two types of summons.
 - **Fiends** - A class of beast that have intellect
 - **Spirits** - An intelligent being called forth to reside in an artificial body
 - =====
 - Yes, stacking clairvoyance and absorption into the same eye will increase the range of absorption, stacking the abilities of an eye creates some neat combos, for instance Clairvoyance + X-Ray + Magic Power Eye's would be similar the Byakugan with a range of hundreds to thousands of miles.
 - Taking The Curse of Hatred with Green Hair means that people will be driven to a mad, hysterical fury at the sight of you.
 - There are several drawback combos that are near certain death, but most of them involve infancy, for instance Curse of Hatred + Back to Infancy is pretty much immediately fatal.
 - Warrior-Ranks follow a similar naming schema as the magic ranks listed above, however, where a mage capable of casting saint ranked water magic is referred to as a water-saint ranked mage, a swordsman of the water god style who can use saint ranked sword techniques is called a water saint, there is only one god of each style and typically one to two emperors beneath them.
 - Curse of Hatred drawback, the dragon god Orsted possesses his own curse of hatred. Jumpers no matter which origin are exempted for this due to them being extra dimensional origin or someone not from this world.
 - Miko are another mana oddity, so essentially, magic beasts in this world can either be born from other magic beasts or be mutated from ordinary animals, normally humans and other sapient beings are immune to this, except for rare cases where you get a miko.
 - All-Seeing eye sees in hundreds of miles in all directions at once, but you'll still have to move it around to search the world, its mana cost varies from the equivalent of casting a Saint-Ranked Spell to casting an Emperor-Ranked Spell, obviously, unless you have relevant perks from other jumps, getting used to seeing in all directions for hundreds of miles will take a great deal of time and effort to grow accustomed to.
 - Demon Eyes, just to be clear, you can give a copy of any eye you possess, not just the ones from this jump, if you want to do nothing but change someone's eye color to yours in the absolutely most painful manner possible, you can.
 - The Seven World Powers and You! A Guide to the Most Powerful Beings in Existence: The Seven World Powers are in order of strongest to weakest:
 - 1. Technique God
 - 2. Dragon God
 - 3. Fighting God
 - 4. Demon God
 - 5. Death God
 - 6. Sword God
 - 7. North God
 - As a rule, anyone capable of casting Saint-Ranked Spells or known as [Blank]-Saint in a sword school can turn the tide in a battle or become a one-man army, King-Ranked can turn the tide of a war, and God-Ranked, well, god ranked is just some silly shit. Like, so powerful that they don't even fit into this setting.
 - The gap in power is pretty tremendous between The Seven World Powers, even in the God-Ranked Individuals, The gap between Rank 7 and Rank 1 is equal to the Gap between King-Rank Warrior to God-Rank Warrior.
 - The Technique God and The Demon God are actually both halves of the Dragon God Laplace, who literally shattered planes of existence, and even when split apart takes both the number one and the fourth spot on the list of most powerful people.
 - Even when not talking about the bonkers top half of this list, former world powers have done feats like: split the continents apart; and, carve several hundred miles of road through a forest and a mountain with

one divine magic spell, incidentally the magic in that divine magic spell still holds off magic beasts from attacking travelers several thousand years later

Change Log

- Version 0.1
 - Expanded the Original Jump Document.
- Version 0.2
 - Removed the **Swordsman Origin** and distributed its Perks and Items.
 - Renamed the **Fighting Spirit** to **Battle Aura** and moved to the General Section.
 - Reworked the **Warrior** and **Magician Origin** description.
 - Renamed the **Broken Limiter** to **Laplace Factor** reworked the description.
 - Reduce the **Peak Performance** cost from 200cp to 100cp and moved to the General Section.
 - Reduce the **Impossible Dedication** cost from 400cp to 100cp and moved to the General Section.
 - Reworked the **Grand Mentor** description.
 - Rename the **Well Rounded** to **Saint-Ranked Warrior** and reworked the description.
 - Rename the **Magic Armor Set** to **Magical Power Armor** and reworked the description.
 - Changed the **Bafflingly Likeable** cost from 200cp to 100cp and moved to the General Section and reworked the description.
 - Renamed the **Emperor Ranked Spellbook** to **Spellbook of Knowledge** and reworked the description.
 - Renamed the **Element Attuned Staff** to **Magical Staff** and reworked the description.
 - Reduce the **Asura Gold Coins** cost from 100cp to 50cp and renamed to **Monthly Allowance** and reworked the description.
 - Increased the **Harem Protagonist** cost from 400cp to 600cp and moved to the General Section and reworked the description.
 - Rename the **Emperor Ranked** to **God-Ranked Warrior** and reworked the description.
 - Merged the **Healing Magic** and **Elemental Magic** and renamed it to **Saint-Rank Magician** and reworked the description.
 - Rename the **Demon Seed** to **God-Ranked Magician** and reworked the description.
 - Increased the **Magical Engineering** cost from 400cp to 600cp and merged with **Summoning and Magic Arrays** and reworked the description.
 - Merged the **Unarmed Mastery** and **Unorthodox Combatant** to **Saint-Rank Martial Artist** and reworked the description.
 - Added the **God-Rank Fighter** to the Drop-In Perk Section
 - Reduce the **Language Comprehension** cost from 100cp to Free and reworked the description.
 - Rename the **Arts and Crafts** to **Master Artisan** and reworked the description.
 - Reworked the **Invasive Culture** description.
 - Increase the **Grounded in Reality** cost from 100cp to 400cp and rename it to **Scholarly Erudite** and reworked the description.
 - Reduce the **Silent-Casting** cost from 400cp to 200cp and reworked the description.
 - Merged the **Counter-Spells** to Unique Magic and renamed it to **Magic Disruption** and reworked the description.
 - Added the **Lessons Learned** to the General Perk Section.
 - Reworked the **Boundless Stamina** description and moved to the Warrior Perk Section.
 - Renamed the **Strong Fate** to **Destinies Favor** and moved to the General Perk Section and reworked the description.
 - Reduce the **Adventurers Guild Registration Card** from 200cp to 100cp and moved to the General Item Section and reworked the description.
 - Reworked the **Camping Gear** description and moved to the General Item Section.
 - Merged the **Dragon Sword** to **Soul Weapon** and reworked the description.
 - Reworked the **Masterwork Weapon** description.
 - Reworked the **Crafting Materials** description.
 - Renamed the **Lithograph Stone** to **Communication Tool** and reworked the description.
 - Added **Future Diary** to the General Item Section.
 - Added **Hidden Existence** to the General Perk Section.
 - Reworked the **Armored Sky Fortress** description.
 - Added the **Jumper Academy** to the General Item Section.
 - Rename **Party Face** to **Natural Attractiveness** and moved to the General Perk Section and reworked the description.
 - Reduced the **Precognitive Instinct** cost from 400cp to 200cp and moved to the General Perk Section and reworked the description.
 - Renamed the **Spatial Magic** to **Unique Magic** and moved to the General Perk Section and reworked the description.
 - Increased the **Miko** cost from 200cp to 400cp and reworked the description.
 - Added the **Unified Specialty** to the Drop-In Perk Section.
 - Rename the **Trap Master** to **Escape Master** and moved to the Drop-In Perk Section and reworked the description.
 - Added the **Wilderness Survivalist** to the Warrior Perk Section.
 - Added the **Adventuring Sense** to the Warrior Perk Section.
 - Added the **Team Dynamics** to the Warrior Perk Section.
 - Increased the **Iron Guard** cost from 200cp to 400cp and reworked the description.
 - Reworked the **Dungeoneering** description and moved to the Warrior Perk Section.
 - Added the **Noble Presence** to the Magician Perk Section.
 - Added the **Different Mask** to the Magician Perk Section.
 - Increase the **Team Battle** cost from 200cp to 400cp and renamed to **Team Tactics** and reworked the description.
 - Added the **Charismatic Personality** to the Magician Perk Section.
 - Added the **Politically Minded** to the Magician Perk Section.
 - Added the **Illusionary Ring** to the General Item Section.
 - Renamed the **Magic Resistant Materials** to **Resistant Materials** moved to the Drop-In Item Section and reworked the description.
 - Added the **Item Shop** to the Drop-In Item Section.
 - Renamed the **Zariff's Doll and Notes** to **Lifelike Automaton**s and reworked the description.
 - Added the **Book of Martial Arts** in the Warrior Item Section.
 - Reduce the **Sturdy Ikemen Equipment** cost from 400cp to 200cp and renamed to **Magic Equipment** and reworked the description.
 - Added the **Adventurer's Guild** to the Warrior Item Section.
 - Added the **Enchanted Robe** to the Magician Item Section.
 - Added the **Fortress City** to the Magician Item Section.
 - Reworked the **Demon Eyes** Section.
 - Merged the **I Want to Go Back** and **Infancy** and increased gain from 0cp to 100cp and renamed to **Back to Infancy** and reworked the description.
 - Merged the **NEET PTSD** to **Agoraphobia** and renamed to **Past Trauma** and reworked the description.
 - Reworked the **Shameless Pervert** description.
 - Reworked the **Curse of Promiscuity** description.
 - Renamed the **Slavers** to **Persistent Slavers** and reworked the description.
 - Removed the **Collared Slave** from the Drawback Section.
 - Reworked the **Green Hair** description.
 - Merged the **Weak Physique** to **Glass Cannon** and increased the gain from 200cp to 400cp and reworked the description
 - Rename the **Dumb Fighter** to **Magically Inept** and increased the gain from 200cp to 400cp and reworked the description.
 - Increased the **Curse of Hatred** gain from 300cp to 400cp and reworked the description.
 - Increased the **No Magic** cp gained from 300cp to 600cp and renamed to **Drain Syndrome** and reworked the description.

- Merged the **Literally Satan** to **Hitogami** and increased the cp gain from 400cp to 600cp and renamed to **The Human-God** and reworked the description.
- Removed the **Orstead** and **Fucking Time Travel** from the Drawback Section.
- Increased the **Crusade** cp gain from 300cp to 600cp and renamed to **Holy Crusade** and reworked the description.
- Merged the **Bound** to **A Long Way to the Top** and renamed to **The Strongest World Power** and reworked the description.
- Removed the **Crystal Infection** from the Drawback Section.
- Removed the **Overloaded Metastasis Event** from the Drawback Section.
- Removed the **Divine Progenitor** from the Perk Section.
- Added the **Daily Clothing** to the General Item Section.
- Added the **The Flashback** to the Drawback Section.
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Undecided Perks

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